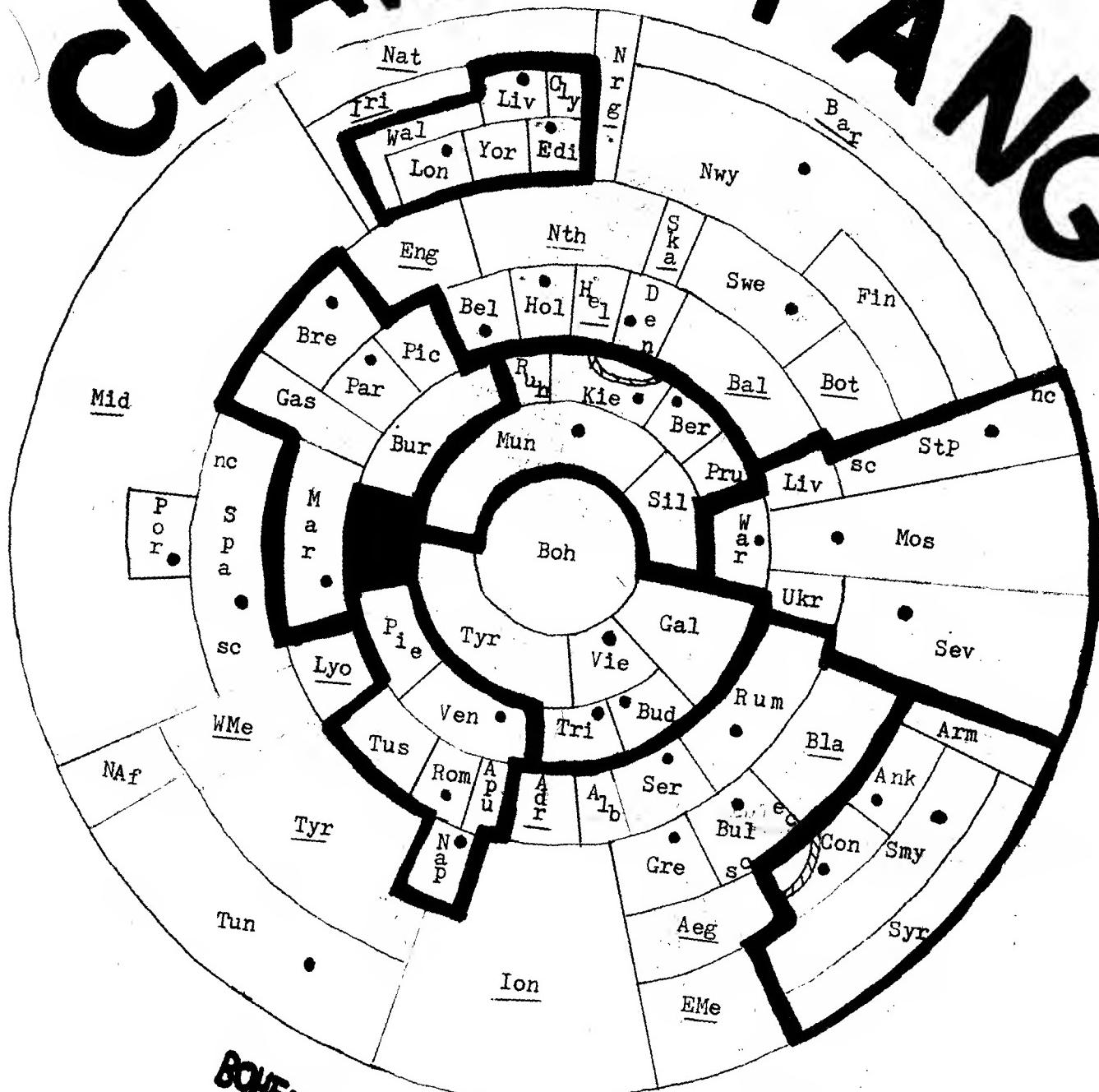


# CLAW & FANG



BOHEMIA: CENTER OF EUROPE?

10 September 1978

Number 94

CLAW & FANG is published monthly by Don Horton, 16 Jordan Ct., Sacramento, CA 95826. Tele (916) 383-4848. Subscription rate is 6 months for \$2.00. Game fee is \$3.00 per game in addition to a subscription. More than twenty games are currently running in C&F--most by inserts to players only to permit the maximum nongame material in C&F. (All inserts are available for an additional 15¢ per month--however, by necessity these can only include the inserts that I send out.) Articles, puzzles, recipes, drawings, etc are solicited from readers. Remuneration is at the rate of \$1.00 per published page of material. CLAW & FANG is copyrighted by Don Horton. Diplomacy is copyrighted by Avalon Hill. Fangmaster is no relation to R2D2.

This issue is dedicated to the bulls of Louis Salins. Monsieur Salis did not approve of hundreds of nudists walking through his farm property to get from their camp to the beach at Fleury d'Aude in southern France. He bought two dozen bulls to chase the nudists but it turned out that his bulls attack only people with their clothes on. Salins called in several veterinarians to "heal" his Ferdinands. The vets explained the bulls imagine naked people to be non-human animas and leave them alone. (Well, they say clothes make the man.)

#### DIS AND DATA

**ABOUT THE COVER:** Don Dewsnap, who I suspect is a Bohemian at heart, created this circular Diplomacy map. I am indebted to Mike "Smacko" McMillie for embellishing it somewhat and making a cover out of it. Furthermore, I am further indebted to Smacko for helping do the dirty work in getting CLAW & FANG out this month.

I'M OFF TO FRANCE again to stock up on some new "Adventures of Fangmaster" stories, and perhaps sample a little cuisine. I will return to Sacramento on October 5th. Don't try to phone in orders before that or you will likely get somebody that doesn't know what you are talking about. The deadline next month is once again the 10th for my game. The address is strictly 16 Jordan Ct.

**AN ANNOUNCEMENTS ABOUT THE NORTH AMERICAN VARIANT BANK FROM ROD WALKER:** The NAVB is on loan to me from Dave Kadlecik for an indefinite period whilst I am working on it. During that period, I will be Acting Custodian. New regional versions of the NAVB will be set up. These will not have our working files but will have copies of our "Active Files". A.F." games are those we can offer in clean, standardized copies for a set fee. The fee currently is 10¢ per sheet plus 50¢ handling, per game (not per order).

NAVB--East is under Fred Davis: NAVB-West is under Dick Vedder. There will be one (Canada) or two more shortly.

The NAVB currently has 2 "A.F." games. I hope to add one per week to the File as time permits. The 2 games are:

1. YOUNGSTOWN VARIANT. The 10th Anniversary Edition includes all previous available versions except those which were simply errors, plus a new version. So you get: Y.V. II, IV-X, USHINDI, and XII. XII adds a 12th Power, the U.S. The set includes 20 sheets (10 of rules, 10 of maps).  $20 \times 10¢ + 50¢ = \$2.50$ .

2. ABERRATION I & II. Includes completely updated rules based on the original rules and GM rulings in the postal section. Six sheets (\$1.10). (7-player variant designed by Fred Davis including a slightly revised board (45 supply centers) plus new fleet movement and convoy rules.)

THERE ARE THREE NEW (or fairly new) promising gamezines put out by faithful readers of CLAW & FANG. Since all are reliable people you may want to give one or more a try. Any of them will be glad to send you a sample issue for a SSAE.

1. WHY ME? is the senior of the trio--six issues so far. This is put out by the Kendters, 4347 Benner St., Philadelphia, PA. 19135. Published every four weeks, 10 issues for \$3.50. Gamefee \$2.00 plus \$1.00 NMR deposit. Youngstown \$2.50 + \$1.00.

2. RETAIRIUS is published by Ted McDonald, 4711 Tuckerman St, Riverdale, MD 20840. Published monthly. Six issues for \$1.75 or 12 for \$3.25. Game openings in Gladiators, Machiavelli, Diplomacy, and Revolution! Gamefee is 2.00 for Gladiators and \$3.00 for the rest.

3. EGGNOG (now a subzine in C&F) will come out full size on October 1. Published by Konrad H. Baumeister, 11416 Parkview Lane, Hales Corners, WI 53130. He plans to feature regular Diplomacy, variants, and wargames. Sub rate 10 issues for \$3.50,

## TWO MORE COMMENTS ON THE DROPOUT PROBLEM:

RE: DROPOUTS

by Rod Walker

I can understand Konrad's position, and sympathize with it, but I can't agree with it. For play balance, it is essential to replace every dropping or resigning player if at all possible.

Konrad is dead wrong in asserting that people with good positions don't drop. The largest position in which a player dropped was 16 or 17 units as I recall, and the replacement won the next game-year. People disappear, or simply drop the whole hobby. When I had to drop the hobby back in 1972, it didn't matter to me what kinds of positions I held (and if I recall some of them were pretty decent...no automatic win or anything, but decent). I had to drop and that's all there was to it. So it's not merely a matter of lost interest.

I find poorly reasoned the notion that a small position is necessarily bad, or that the replacement with such a position hasn't much to do. This comes- I believe, from an unfortunate tendency to equate "good" with "large" and to overemphasize winning

The fact is, most positions are interesting, and many have unsuspected possibilities. I have probably beat this example to death, but at one time I took over a position as Austria with exactly one unit on the board: an army in Bohemia. I would guess that Konrad would call that a "lousy position". I finished the game in 2nd place and played kingmaker by throwing the victory to Russia rather than Turkey. I believe that most experienced players could think of similar examples. The point is that there is no position which is truly lost or truly lousy. Any replacement player who (as Konrad suggests) either blindly follows "General Orders given him by the original player" or suicides is not much of a player in the first place. I can assure Konrad that this player, as a replacement, tries to make the most out of a position. An active player who knows the joys of "lousy" situations is Eric Verheiden.

Quite frankly, as a GM, I don't want the responsibility of saying, "This position is lousy and therefore unimportant, so I won't replace the player." A policy of replacing every vacant position is much more fair and equitable (so is one of making no replacements, but I don't recommend it). In my opinion, a GM who makes no replacements should be fired by his players; a GM who has the nerve to say he has the power and innate omniscience to determine which positions should be replaced, and which will not be, is asking for whatever trouble he gets.

## ANOTHER SOLUTION TO THE DROPOUT PROBLEM

by Smacko

In the previous months, a number of fine articles have been printed in CLAW & FANG concerning the replacement problem in postal Diplomacy. To review these, they are:

1. Let the country go CD.
2. Let the "dropee" replace the position with his own choice.
3. Have the GM appoint a replacement.

Another (proposed also for variants) allows the countries already on the board fight for control of the position. All of these have been discussed to great lengths, and many good arguments have been presented for the pro and con sides of the individual solutions. This article is not written to review these contentions, it is written to propose a new idea--or at least one I have never heard.

A solution not presented so far is "the capitalist solution". I, being a red-blooded, All-American, capitalistic warmonger, wish to present this startling idea!

First we ask for a nominal "NMR fee" in addition to gamefees (actually it is a "dropping of position" fee, but capitalized acronyms look more impressive. Well, don't they?!). This fee would be something on the order of \$1.50 to \$3.50, depending

(continued, overleaf)

on the zine, publisher, or GM. If a person does not drop the position, then this amount is refunded at the end of the game. A person is more likely to keep interest if he has a few bucks on the line. With this motivation, you will probably see fewer players quit when they have one or two centers left. If a person should quit, then he forfeits the NMR fee (if he gets knocked off the board he has not quit and is still entitled to get the fee back).

This NMR fee is then given to the person (standby) who accepts the abandoned position (the selection of standbys will be discussed below). He receives the fee at the end of the game provided he does not drop the position. Should he wish to get rid of the position, then the fee reverts to the next person to take the position, and so on.

This system provides two further advantages. First, it will help smaller 'zines get standby players as more people will be willing to standby. Secondly, it provides an incentive for people to take over those one or two center countries that are pretty much "hopeless". This prevents CD, which both Rod Walker and I hate.

As for the standby list, I prefer one much like Andy Cook uses in Suicide. A rotating list would be developed. Anytime an NMR would come up, the standby at the top of the list would be asked to submit orders for the next season (not much different than most lists so far). If the orders are not used, then the name goes to the bottom of the list to begin a rise to the top when the names above are used. If the standby orders are used, then the position is taken over by the standby, and his name is taken from the list for one rotation. This allows others to have a better chance to get a position.

Well, there you have it, another system designed to assist in replacing dropouts. This may not be the ideal way, but hopefully it will get you all to think about this serious problem, and propose further solutions.

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#### THE PUZZLE PAGE

A question from Robert Stimmel:

Americans are being warned that the country is going the way of Nero's Rome. If the U.S.A. follows the same path and timetable when will the U.S.A. fall?

You be the Gamemaster

Adjudicate the following orders. Assume no other units involved:

1. Russia: A Mos→Sev  
England: A Lva S A StP, A StP S A Lva  
Turkey: F Bla→Sev, A War→Mos, A Ukr S A War→Mos
2. Germany: A Tyo→Mun, A Mun→Kiel, A Ber S A Mun→Kiel  
England: A Kiel→Mun
3. France: A Gas→Bur, A Par S A Gas→Bur  
Germany: A Bur→Par, A Pic S A Bur→Par
4. France: A Pied→Tus, F Tyn S A Pied→Tus  
Italy: F Nap→Tyn, F Tus S F Nap→Tyn

(Answers to the above as well as last month's problems will be found on page 9.)

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#### MONTHLY HOROSCOPE

Libra (born Sep 23 to Oct 22)

On balance, Libras should be avoided. They are an insincere, jealous, and vain lot. They are reputed to be good joiners but fail to notice the declining membership of an organization after they take the initiation pledge. Organizations that were favored targets of libra joiners in the past were The Russian Aristocracy, The Passenger Pigeon Protective Association, and The Friends of Idi Amin.

## SPACELANES #8

by Tony Watson

SPACELANES is a regularly appearing column dealing with SF games and miniatures. It is brought to you by Tony Watson, the curator of a couple of dresser drawers of games that he pretentiously terms the Phantom Star Archives.

News: Metagaming has been busy. Their latest release is GEV, a companion game to their phenomenally popular OGRE. A larger map is included in this game necessitating a \$3.95 price tag rather than the usual \$2.95. Some new units, a new mark of Ogre and some minor rule changes are the only differences from the original fine game. Other news from Metagaming includes the planned re-release of their STELLAR CONQUEST. There was talk of it coming in a box but I think that proved too expensive; I think now they are just considering improved components.

Mibuatres seem to be the area of most rapid expansion in SF gaming. Ral Partha is now offering a line of interstellar infantry and aliens while Grenadier is now selling a new spaceship line. I have only seen pictures of both lines, no actual samples. Superior, along with their new ships mentioned last column, now offers a set of rules for use with the ships. I have ordered these rules and will report when I receive them.

One of the hobby magazines dealing with SF and fantasy gamein, SUPERNOVA published by Flying Buffalo is going to cease publication with their next issue. Apparently editor Ken St. Andre has other interests.

This edition of SPACELANES is actually a corollary to our last offering dealing with Spaceship miniatures and rules. As mentioned above, SF miniatures are getting quite popular and I think it appropriate to separate tactical rules from campaign rules. The following system will be used for rating the rule books:

Complexity-----general complexity of the rules  
Physical-----physical quality of the rules and charts

"Feel"-----the "SFness" of the rules

Overall-----a general rating

(5 is best, 1 is bad.) Also included will be publisher, price and page count.

## SPACE CAMPAIGN RULES

Note: Rules in this category are those intended for the playing of tabletop battles with ship models but more importantly, for the strategic background to the battles. These rules allow for elements of strategic consideration and ongoing campaigns.

STARWAR 2250/McEwan/\$10.00/44pg Comp 5 Phys 4 Over 4 Feel 4

Particularly nice sincethis meshes not only with the McEwan ships listed previously, but with the McEwan line of SF troops reviewed in SPACELANES #6. About half the rules are devoted to setting up a campaign game. This involves a lot of rolling on tables to set up planets, figure indigenous lifeforms and resources. Colonies can be set up. The tactical rules require a fair amount of writing, but are generally well done. Fire is by laser or a variety of missiles, defense by screens, and movement by vector. A good effort but over priced.

STERNKRIEG/Sartore/15 pgs Comp 2 Phys 3 Over 3 Feel 3

A simple set of rules that allows for production of ships armed with various grades of "Matrones" weapons that soak up and negate screen power allowing for nuclear torpedoes to get in and do damage; ships are vuild with compartments and equipment allocated to these compartments. A hit chart determines which are hit. Maps and ship set up charts included.

THE SPACE WAR CAMPAIGN GAME/Lernez/\$6.00/42 pgs Comp 3 Phys 4 Over 4

A new effort, apparently set up to go with any set of miniatures. A number of ship classes are listed with their characteristics and point costs. Tactcial rules are fairly complete but not overly complex; they do require writing orders. Rules for boarding, factories, and production and a campaign map included.

## THE PRESS GAME

AND FIRST, THE NEWS:

MULTILINGUAL OATBURGER PRESS (by our Paris correspondent. 23 October 1902):

Parisians are never startled by unusual sights. However, even the suave and sophisticated denizens of the Left and Right Banks were taken aback today when a purple toad hopped down the Champs Elysee and into the Imperial Palace (formerly the Paris branch of Macy's). The little lavender webfoot kept right on into the Imperial Throne Room (formerly Macy's employees' lavatory), where she confronted the frantic Empress of All France and Then Some, Brucehilda Slimbuns.

Her Imperial Majesty, dressed in a sumptuous kncc-length gown of most precious terry-cloth, was seated on the fabulous jewel-studded Cheese Throne. As the toad screeched to a halt (upwind, of course), the Empress was seen to be frantically sticking pins into a doll which was a remarkable likeness of Kaiscr Kraig. Life-size, yet...

In a flash the purple toad turned into...who else...Princess Lucretia. "Brucie, honey," she said, "I wouldn't do it that way."

"Oh, hi, Lucy. How else can I stick it to that \*\*\*bleep\*\*\*."

"Oh, that's easy. TOOEWET-TWEET!" Her Highness whistled through her unique and otherwise marvelous tooth. A positively huge Watusi warrior appeared in the doorway. "OK, Mdongo," ordered Lucy, pointing to the doll, "him!"

The warrior took up the image of Kaiscr Kraig and left the room. "My," breathed Empress Brucehilda, "he's really big."

"Yeah," sighed Lucy, "and that ain't the half of it. By the way, is that doll jointed so it can bend over?"

"Well, yes, dear, but what...?" Just then, piecing shrieks from the general direction of Berlin wafted in the open window.

AL-SHAMBLZ (31 October 1902)(Grinch Press): For those who don't know, al-Shamblz is the glittering capital of the incredibly oil-right sheikhdom of Hitt-al-Gushurr, located somewhere between abu-Dhabi and Ra's-al-Khaymah. Actually, the oil money in Hitt-al-Gushurr comes mostly from outside, owing to the fact that al-Shamblz is the site of the most popular gambling casino in the world (outside Beaucoillon, of course), the Golden Tent. The wealthy elite from all over the Middle East...and indeed Asia, Europe, and the world...gather here to place wagers on evcrything conceivable: cards, dice, chess, backgammon, tiddlywinks, how long the Fangmaster's next article on France will be, whether Eric Verheiden will ever win a game at DinkiCon, and so on. The current craze is of course the war in eurupe, which everyone here thinks is hysterical.

Tonight the elite of the elite, including all the Ambassadors of the Powers, are gathered in the Golden Tent for the semiannual Posting of the Odds on the war. All of the envoys are said to be heavy betters on their respective homelands. An air of heady expectation hangs along with a thick fog of cigar smoke, over the brightly-lit and festively-decorated tables. Especially cheery are the touches of mustard-gas yellow which can be found everywhere in the decor. along with the de rigueur balance of chlorine green with just little highlights of plasma red. Everywhere one hears glasses clinking, gay laughter, and the whirr of knives being whetted.

But wait! A gong sounds! The Chief Croupier of the Golden Tent will himself post the odds. Here he comes now...none other than the notorious Dansk Whoretton! He is such a striking figure! It's hard to imagine how 240 pounds cab be crammed into a frame only 5'3" tall. It's even harder to imagine that glorious beard, now officially rated by Lloyd's (which insure it) at 6'11". Like a magnificent curly train, it's being carried by some Virgin Feather Dancers especially imported from Walnut Creek.

Whoretton now stands before the great Odds Board. A hush has fallen over the crowd. He is about to post the odds on the Great Powers. There is a slight gasp from the assembled luminaries: the inimitable Dansk has taken up his official chalk. He writes...

AUSTRIA: 10-1. Not unexpected. Still, it's a great disappointment to the Austrian Ambassador, Freiherr Vatsohn (the noted playboy and owner of 50 miles of Illyrian beachfront resort property). He takes comfort by burying his face in the cleavage of his companion, Contessa Bertha Grossenbruste.

(continued on page 7)

ENGLAND: 6-1. There is a faint cheer from the Anglophiles in the audience, although the Ambassador, Viscount Phred, keeps his lips bursed (what can you expect after 27 straight margueritas?). The odds some more than generously favorable after the debacle suffered by the Royal Marines at Oslo (not to mentioned the unopposed French entry into the Channel). But like tarbaby, Viscount Phred, he don't say nuttin'.

FRANCE: 4-1. Baron le Slic is on his feet, cheering and singing the Marseille... more because the Empire's odds are better than England's than because they are very good. The route of the Army of the Rhine (Armee du Rhin) near Brussels last month did not bode well for the forces of Empress Brucehilda Slimbuns. Still, the confusions at Whitehall have rebounded to the benefit of the Quai d'Orsay.

GERMANY: 5-1. Here is a shock! The Ambassador, the Graf von und zu Regesburg, is on his feet, swearing. (At least it sounds like swearing; German always does.) An important victory has been won in the Ardennes, and von Schlieffen's daring plan seems to be working perfectly...yet Germany is given less chance to win the war than her bitter enemy. What does Whoretton know that we don't?

ITALY: 9-1. The Conde di Renaldi is pounding his table with his glass, splashing slivovitz on everyone nearby. "Mama-mia," he screams, "What'sa matta-you? Crazy, crazy, crazy, pfui!" No wonder he's angry: Italy's odds are scarcely better than Austria's, which are icky.

RUSSIA: 3-1. Ambassador Brutoslav Viacki (Polish renegade in the service of the Tsar) breaks into a wild cardas. No wonder! Brutal Kalmuk infantry have massacred every English garrison in Norway from Narvik to Oslo; at the same time, hard-riding Cossack cavalry are in possession of Lvov and massing at the edge of the trans-Carpathian plains. Now Viacki is kissing every woman in the room...whoops! He just kissed Dansk Whoretton! Ptui...ptui...faugh!!

TURKEY: 2-1. There it is, ladies and gentlemen, the lowest odds in the war, and on the Sick Man of Europe, yet! Ambassador Pasha Huntu-Bey is naturally elated. It's well known here that he's up to his eye sockets in debt, wagering on the Porte's success in what the Sultan has proclaimed to be "a new jihad against the decadent West." Now the Pasha's kissing evry woman in the room....whoops! He's kissed Dansk Whoretton, too. Didn't seem to notice...well, he is hard to distinguish from a female urk...

This has been live coverage of the Odds Posing at the Golden Tent in the Sheikdom of Hitt-al-Gushurr. This is your reporter, Tsetse Amin, returning you now to our regularly scheduled substandard programming. This has been a Public Emetic Service of National Escapist Radio. If you're about to choke, tune in N.E.R., and finish the job!

ZURICH: Our glorious paratroops wafted down on the Vatican two days ago. Yesterday, San Marino was invaded, likewise by air. As the fame of our vaunted assault columns spreads, a question has been asked of our beloved, peace-loving ("Everybody head for cover, I feel a peace-loving mood coming on!") king: Which great power will be next to be subjected to the shame, humility, degradation, and forced labor camps which have followed the debacles of the powers already annihilated by our vast and powerful armed forces? Only time will tell, but rumors are circulating, and the word on the streets is that Liechtenstein may be next fo fall to the Swiss war machine. Naturally, however, Switzerland must build up a sizable force to be able to challenge the well-known armed might of the warmonger to the east. Vaduz's fall will announce to the world the great and invincible empire of the Swiss!

SEVASTOPOL: Discussions within the Russian Cabinet recently centered around the coerced support in Fall 1901 the Russians offered the Turks. Now that communications channels have been reopened with Austria, sources are reporting optimistic voices are now being heard throughout the empire.

LONDON: After an extended vacation, which saw the king in Glacier Isle Royale and now falling out of airplanes, the government could only congratulate Russia on her confirmed kill in Norway. After all, that's what happiness is.

KIEL: Whoops, sorry wrong turn.

For news from the front turn to page 3.

SUMMER 1902: France A Bcl R Pic

FALL 1902: FROGS HOP INTO LONDON

AUSTRIA Watson (4): A Ser\* S F Alb-Gre\*, A Tri\* S A Vie-Bud\* CENTERS: Home, Ser, Gre(5)  
ENGLAND Winter (4, 1 short): F Edi\*-Nth, F Nwg\* S F NthS-Nwy, F NthS-Nwy /d/ R(Hol, Eng,  
Yor, Ska, OTB)\* CENTERS: Lon, Edi, Lvp, Myf (2) remove 1

build 1  
FRANCE Schlickbernd (6): F MAO→Iri\*, F Spa(sc)\* H, F Eng→Lon\*, A Par\* S A Gas→Bur\*,  
A Pic→Bel\* CENTERS: Home, Por, Bel, Spa, LON (7) build 1

GERMANY Reges (5): F Hol\* F Den→Nth\*, A Mun\* H, A Bel→Ruhr\*, A Ruhr→Kiel\*

ITALY Reynolds (4): NMR F Tyn\* H, F Gre H /d/ R(Ion, OTB)\*, A Boh\* H, A Ven\* H  
CENTERS: Home, Gyr (3) remove 1

RUSSIA Fiack (5): F Nwy\* S A Fin→Swe\*, A Gal\* S F Sev→Rum\*, F StP(nc)\* S F Nwy  
CENTERS: Home, Swe, NWY, RUM (7) build 2

TURKEY Hunt (5): NMR F Bul(sc)\* H, F Aeg\* H, F Con\* H, A Rum H /d/ R(Ukr, OTB)\*,  
A Smy\* H CENTERS: Home, Bul, Myf (4) build 1

WINTER 1902 due October 10. I suspect that the early deadline is responsible  
for the NMRs but just in case I'm asking for orders from the following standbys:

For Italy: Joe V. Carpenter, Jr., Rt 2 Box 488, Gilbert, AZ 85234

For Turkey: Steve Greenberg, 519 Cumberland Ave, Portland, Maine 04101

Changes of address: Fred C. Winter, 393-54-1972, Box 2500, Ft Benning, GA 31905  
Craig A. Reges, 1501 Higgins Hall, Western Illinois University, Macomb, Ill 61455

### THE MENSA GAMES

1977CY (MENSA 7): SUMMER 1906: France F Iri R Wal, F MAO R NAO

FALL 1906: RUSSIA GONE; NO VOTES PASS; FANGMASTER STILL LOOSE.

AUSTRIA Reges (9): (COA see above) F NAF-MAO, A Boh-Tyo\*, A Gal-War\*, A Tyo-Mun\*,  
A War-Lvp\*, A Ukr\* S A Sev-Mos\*, A Tri-S A Boh-Tyo, A Mun-Ruhr\*  
CENTERS: Home, Gyr, Ser, Rum, Bul, Scv, Mun, WAR, MOS (10) build 1

ENGLAND Compton (5): F Iri\*-Lvp, F Nwy\* S F Den-Swe\*, F Eng\*-Bel, F StP(nc) H\*  
CENTERS: Edi, Lon, Lvp, Nwy, Den, SWE, STP (5) even

FRANCE Funkenbusch (6): F Wal-Lvp\*, F NAO\* S F Wal-Lvp, A Bur-Mar\*, A Bre-Par\*,  
A Bel\* H, A Gas-Spa\* CENTERS: Home, Por, Spa, Bel, LVP (7) build 1

GERMANY Stratton (3): F Bal-Den\*, A Swc S F Bal-Den /d/ R(Fin, OTB)\*, A Kie\* S F Bal-Den  
CENTERS: Kie, Hol, Gyr, Den (3) even

ITALY Bassett (9): F Tun\*-NAf, F Aeg\* C A Smy-Gre, F WMed\* S AUS F NAF-MAO, F MAO\*-Eng,  
A Pic\* S FRE A Bur-Mar, A Ber\* S AUS A Tyo-Mun, A Smy-Gre\*, A Pru\* S AUS A War-Lva,  
A Ven\* S AUS A Tyo-Mun CENTERS: Home, Tun, Ber, Myf, Con, Smy, Ank, Gre (9) even

RUSSIA Reynolds (2) NMR: F Nth\* H, A Mos H /d/ annihilated CENTERS: Mos, Gyr (0) out

LONDON: French go home

WINTER 1906 due October 10.

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1975HG: WINTER 1911 ENGLAND even; FRANCE build F Bre, A Par; Italy build F Nap, A Ven;  
Turkey remove F Lyo

SPRING 1912 due October 10.

TURKEY TO ITALY: Are you going to sit idly by while your "ally" France wins  
the game? As is, he only has to take England's 5 centers, which isn't all that difficult,  
and St Petersburg, which can't be denied him if he wants it, to get him up to 18. We  
no longer have any chances of winning the game, but France does, and if we are to have  
any part in the end-game result, we will have to do something about Vags.

MENSA 8: WINTER 1902 AUSTRIA build A Vie, A Bud; ENGLAND build F Lon; FRANCE bld A Mar,  
A Par; GERMANY even; ITALY (Greenburg) remove A Tun; RUSSIA remove F Bal;  
TURKEY build F Con, F Smy SPRING 1903 due October 10.

ROME: Time for loyal Italians to meet this two-sided attack. Let's all patch  
our boats (boats?) and sail (wadc?) south.

MENSA 9 starting--see page 10.

GM: Lee Bardwell, 169 Homestead Blvd., Mill Valley, CA 94941  
 FALL 1901: DETANTE AT LAST! PEACE ASSURED!

The proposal for the seven way draw between Austria, England, France, Germany, Italy, Russia and Turkey has been accepted. The wrap up is presented below:

#### WRAP UP OF 1978BS

	<u>00</u>	<u>01</u>	
AUSTRIA	3	3	George Franklin (Drew S01)
ENGLAND	3	3	Jim Smith (Drew S01)
FRANCE	3	3	Robert Blair (Drew S01)
GERMANY	3	3	James Thompson (Drew S01)
ITALY	3	3	Mike Holmes (Drew S01)
RUSSIA	4	4	David Simpson (Drew S01)
TURKEY	3	3	John Brown (Drew S01)

DAVID SIMPSON (Russia): Since I ended this game with more centers than anyone else, I am very happy with my performance. I think this game stands as a testament to what an experienced player like myself can do when given a strong country like Russia.

BOB BLAIR (France): When I discovered that I had drawn France, I eagerly rushed to my stat book, only to find out that, shudder, France has only the second best chance for a win. At this point it became clear that a win was out of the question, so I decided to devote all my efforts to achieving a draw. Thus my, I think, brilliant Spring 01 moves of A Par, A Mar, and F Bre H. Apparently the other players saw the fallacy of attacking my strong stalemate line, and agreed to my draw proposal.

JAMES THOMPSON (Germany): Seeing the strength of the field I was up against, my original hope was to come in a strong second behind the six way draw of A-E-F-I-R-T. Needless to say, I was pleasantly surprised when the seven way draw was accepted. I am very proud of this, my first postal Diplomacy win.

MIKE HOLMES (Italy): This game opened with me attempting to get an Austro-French-German-Italian alliance against Switzerland. For a while, it appeared that we would succeed, as we had the Swiss surrounded on four sides. Unfortunately, when Germany failed to garrison Munich it became clear that the draw was my best course of action. Thanks to Lee for a fast moving and enjoyable game.

JOHN BROWN (Turkey): It has always been my contention that a good player can win without stabbing, and I think this game proves my point.

GEORGE FRANKLIN (Austria) and JIM SMITH (England) were too embarrassed to comment.

LEE BARDWELL (GM): There must be a lesson to be learned from this game, although hell if I know what it is. One think for sure, though, is that like Jerry Epperson said, GM does not stand for GameMaster, it stands for "Gone Mad"!



#### PUZZLE PAGE ANSWERS

Last month's The Computer Crime Puzzle: Paul did it.

Last month's You Be The Gamemaster: 1. Convoy failed as Tun was ordered to Syr but fleets orders carried Tun to Smr.

2. The point here was that F Ion could retreat to Apu.

This months question: Nero ruled from 54 to 68. The "traditional end of the Roman Empire was September 4, 476" or from 408-422 years after Nero. If the U.S.A. follows the same schedule it will end in 1977 plus 408-422 years or between the years 2385 and 2399.

This month's You Be The Gamemaster: 1. Russia: A Mos-Sev /d/ annihilated

England: A Lva\*, S A StP, A StP\* S A Lva

Turkey: F Bla\*-Sev, A Ukr\* S A War-Mos\*

(continued overleaf)

